

**ABSTRACT****SELECTING BETWEEN DOUBLE BUFFERED STEREO AND SINGLE  
BUFFERED STEREO IN A WINDOWING SYSTEM**

5 A method, computer program product and system for allocating the memory  
space in a frame buffer. A Device Dependent Layer (DDX) of an X-server may read  
command line options or alternatively an option selected by a user. If the command  
line options or alternatively the user selectable option indicates to allocate the  
memory space in the frame buffer to support a particular type of stereo, e.g., double  
buffered stereo, single buffered stereo, then the DDX may allocate the memory space  
10 in the frame buffer accordingly. If the memory space of the frame buffer is allocated  
for single buffered stereo, then the extra memory space in the frame buffer from not  
supporting double buffered stereo may be allocated for texture and/or off screen  
caching.

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06/26/2001 - 7047-P438US